

IN THE CLAIMS

Please amend the claims as follows:

Claim 1 (Currently Amended): A game execution system comprising:

a terminal; and

a game controller configured to control a predetermined game, the game controller allowing the game to be executed between the game controller and [[a]] the terminal according to an instruction from the terminal[;]], the game controller including:

a time management unit configured to advance an entry time in which a user can enter the game;

a decision unit configured to generate a result of the game by using a computer logic before the entry time managed by the time management unit elapses;

a forecast information obtaining unit configured to obtain a forecast information including a forecast for the result of the game from the user before the entry time managed by the time management unit elapses;

a result determination unit configured to determine, based on the result generated by the decision unit and forecast information obtained by the forecast information obtaining unit, whether the result of the game agrees with the forecast or not, before the entry time managed by the time management unit elapses; and

a calculation unit configured to calculate a predetermined amount of money to pay to the user based on the determination by the result determination unit before the entry time managed by the time management unit elapses,

wherein the game controller is configured to control the game which comprises a plurality of programs,

the terminal is configured to obtain at least two of the plurality of the programs controlled by the game controller, and to execute part of the game based on the obtained plurality of programs,

the at least two of the plurality of programs obtained by the terminal including:

a bet program which is software for obtaining the forecast information including the forecast for the result of the game from the user and,

a race effect program which is software for deciding effect contents and causing the decided effect contents to be displayed.

Claim 2 (Canceled).

Claim 3 (Currently Amended): The game execution system as set forth in claim [[2]] 1, wherein the game is a mass game a plurality of users enter.

Claim 4 (Original): The game execution system as set forth in claim 3, wherein the mass game is a competitive game in which a plurality of racehorses race and placings of each of the racehorses are decided.

Claim 5 (Previously Presented): The game execution system as set forth in claim 4, wherein the decision unit decides a racehorse to win the competitive game, and the game execution system further comprising an advancement unit configured to advance the competitive game such that the racehorse decided by the decision unit wins in the competitive game.

Claims 6-7 (Canceled).

Claim 8 (Previously Presented): The game execution system as set forth in claim 5, further comprising:

an effect decision unit configured to decide effect contents of each of the racehorses to race in the competitive game after a lapse of the entry time managed by the time management unit; and

a display unit configured to display the effect contents decided by the effect decision unit.

Claim 9 (Previously Presented): The game execution system as set forth in claim 8, further comprising:

a counter configured to count a number of users entering the competitive game; wherein

the effect decision unit is configured to decide the effect contents, in accordance with the number of users counted by the counter.

Claim 10 (Previously Presented): The game execution system as set forth in claim 9, wherein the effect decision unit is configured to decide an effect time of the effect contents, in accordance with the number of users counted by the counter.

Claim 11 (Canceled).

Claim 12 (Previously Presented): The game execution system as set forth in claim 1, further comprising:

a start management unit configured to manage a start time to display effect contents;
and

a display unit configured to display the effect contents when the start time managed
by the start management unit elapsed.

Claim 13 (Canceled).

Claim 14 (Previously Presented): The game execution system as set forth in claim 12,
further comprising a contents changing unit configured to change the effect contents, based
on the determination by the result determination unit.

Claim 15 (Previously Presented): The game execution system as set forth in claim 12,
further comprising an extension unit configured to extend an effect time of the effect
contents, based on the determination by the result determination unit.

Claim 16 (Previously Presented): The game execution system as set forth in claim 12,
further comprising a notification unit configured to notify the terminal of the determination
by the result determination unit or the result.

Claim 17 (Previously Presented): The game execution system as set forth in claim 12,
wherein the notification unit notifies the terminal of the determination by the result
determination unit or the result after an elapse of the start time managed by the start
management unit.

Claim 18 (Previously Presented): The game execution system as set forth in claim 1, further comprising:

an authentication unit configured to obtain identification information identifying the user and checking whether the user is an authentic person or not, based on obtained identification information; and

a transmission unit configured to transmit some programs of the game, based on the result of the checking by the authentication unit.

Claim 19 (Currently Amended): A game execution method employed at a game execution system including a game controller configured to control a predetermined game and allow the game to be executed between the game controller and a terminal according to an instruction from the terminal, the game execution method comprising the steps of:

managing an entry time in which a user can enter the game;

generating a result of the game by using a computer logic before the managed entry time elapses;

obtaining forecast information including a forecast for the result of the game from the user before the managed entry time elapses;

determining, based on the generated result of the game and the obtained forecast information, whether the result of the game agrees with the forecast or not, before the managed entry time elapses; [[and]]

calculating a predetermined amount of money to pay to the user based on the determination determined at the determining step before the managed entry time elapses;

controlling the game at the game controller, the game comprising a plurality of programs; and

obtaining, at the terminal, at least two of the plurality of the programs controlled by the game controller, and executing part of the game based on the obtained plurality of programs,

the at least two of the plurality of programs obtained by the terminal including:

a bet program which is software for obtaining the forecast information including the forecast for the result of the game from the user and,

a race effect program which is software for deciding effect contents and causing the decided effect contents to be displayed.

Claim 20 (Canceled).

Claim 21 (Currently Amended): The game execution method as set forth in claim [[20]] 19, wherein the game is a mass game a plurality of users enter.

Claim 22 (Original): The game execution method as set forth in claim 21, wherein the mass game is a competitive game in which a plurality of racehorses race and placings of each of the racehorses are decided.

Claim 23 (Previously Presented): The game execution method as set forth in claim 22, wherein a racehorse to win the competitive game is decided at the deciding step, and the game execution method further comprising the step of advancing the competitive game such that the decided racehorse wins in the competitive game.

Claims 24-25 (Canceled).

Claim 26 (Previously Presented): The game execution method as set forth in claim 23, further comprising the steps of:

deciding effect contents of each of the racehorses to race in the competitive game after an elapse of the managed entry time; and
displaying the decided effect contents.

Claim 27 (Previously Presented): The game execution method as set forth in claim 26, further comprising the steps of:

counting a number of users entering the competitive game; and
deciding the effect contents in accordance with the counted number of users.

Claim 28 (Original): The game execution method as set forth in claim 27, further comprising the step of deciding an effect time of the effect contents in accordance with the counted number of users.

Claim 29 (Canceled).

Claim 30 (Previously Presented): The game execution method as set forth in claim 19, further comprising the steps of:

managing a start time to display effect contents; and
displaying the effect contents when the managed start time elapsed.

Claim 31 (Canceled).

Claim 32 (Previously Presented): The game execution method as set forth in claim 30, further comprising the step of changing the effect contents based on the result of the determination.

Claim 33 (Previously Presented): The game execution method as set forth in claim 30, further comprising the step of extending the effect time of the effect contents based on the result of the determination.

Claim 34 (Previously Presented): The game execution method as set forth in claim 30, further comprising the step of notifying the terminal of the result of the determination or the result.

Claim 35 (Previously Presented): The game execution method as set forth in claim 30, further comprising the step of notifying the terminal of the result of the determination or the result after an elapse of the managed start time.

Claim 36 (Previously Presented): The game execution method as set forth in claim 19, further comprising the steps of:

obtaining identification information identifying the user and checking whether the user is an authentic person or not, based on the obtained identification information; and transmitting some programs of the game, based on the result of the checking.

Claim 37 (Previously Presented): The game execution system as set forth in claim 1, wherein the computer logic includes a random number function of randomly varying numbers.

Claim 38 (Previously Presented): The game execution method as set forth in claim 19, wherein the computer logic includes a random number function of randomly varying numbers.

Claim 39 (Previously Presented): The game execution system as set forth in claim 1, wherein the decision unit is configured to generate a result of the game by determining an outcome for an event from a plurality of possible outcomes for the event that are presented to the user to select from.

Claims 40-41 (Canceled).

Claim 42 (New): A game providing system comprising:

- a plurality of client terminals each having a communication unit; and
- a game providing device having a communication unit and configured to provide a game to the plurality of client terminals via a communication network, the game having a timetable for at least a bet time for acceptance of a bet on a game outcome at each of the client terminals, a game effect display time for display of effects of the game at each of the client terminals, and a notification time for notification of a bet outcome including at least information of whether the bet meets the game outcome at each of the client terminals,

wherein the game providing device includes:

- a step control unit configured to control game steps consisting of the bet time, the game effect display time and the notification time;
- a bet acceptance unit configured to accept a bet on the game outcome from each of the client terminals during the bet time;

a game outcome decision unit configured to decide the game outcome by lottery within a predetermined time before an end of the bet time;

a game outcome correspondence process execution unit configured to judge whether the bet placed at each of the client terminals meets the game outcome decided by lottery and to start to execute processes during the bet time, the processes including at least a process of providing an award upon the bet meeting the game outcome and a process of preparing notification of the bet meeting the game outcome or the bet not meeting the game outcome;

an effect display indication unit configured to enable each of the client terminals to display the effects of the game during the game effect display time by providing each of the client terminals with information of the display of effects of the game; and

a bet outcome notification indication unit configured to enable each of the client terminals to notify the bet outcome during the notification time for notification of the bet outcome by providing each of the client terminals with information of the bet outcome, and

wherein each of the client terminals includes:

a bet unit configured to accept a bet on the game outcome during the bet time and provide the game providing device with the bet;

a game effect display unit configured to display the effects of the game during the game effect display time according to the information of the display of effects of the game provided from the game providing device; and

a bet outcome notification unit configured to notify the bet outcome during the notification time for notification of the bet outcome according to the information of the bet outcome provided from the game providing device.

Claim 43 (New): The game providing system as set forth in claim 42, wherein a time point when the game outcome decision unit of the game providing device decides the game outcome by lottery is before a start of the bet time.

Claim 44 (New): The game providing system as set forth in claim 42, wherein the game effect display unit of each of the client terminals starts to display the effects of the game according to a first information of display of effects of the game having been provided from the game providing device and displays effects corresponding to contents of a second information of display of effects of the game provided from the game providing device according to the second information, at a start of the game effect display time,

the effect display indication unit of the game providing device provides each of the client terminals with the first information before the start of the game effect display time and provides each of the client terminals with the second information corresponding to the game outcome decided by lottery after the start of the game effect display time, and

the bet outcome notification indication unit of the game providing device starts to provide each of the client terminals with the information of the bet outcome after the start of the game effect display time before the notification time for notification of the bet outcome.

Claim 45 (New): A game providing system comprising:
a plurality of client terminals each having a communication unit; and
a game providing device having a communication unit and configured to provide a game to the plurality of client terminals via a communication network, the game having a timetable for at least a bet time for acceptance of a bet on a game outcome at each of the client terminals, a game effect display time for display of effects of the game at each of the

client terminals, and a notification time for notification of a bet outcome including at least information of whether the bet meets the game outcome at each of the client terminals,

wherein the game providing device includes:

a step control unit configured to control game steps consisting of the bet time, the game effect display time and the notification time;

a bet acceptance unit configured to accept a bet on the game outcome from each of the client terminals during the bet time;

a game outcome decision unit configured to decide the game outcome by lottery within a predetermined time before an end of the bet time;

a game outcome correspondence process execution unit configured to judge whether the bet placed at each of the client terminals meets the game outcome decided by lottery and to start to execute processes during the bet time, the processes including at least a process of providing an award upon the bet meeting the game outcome and a process of preparing notification of the bet meeting the game outcome or the bet not meeting the game outcome;

an effect display indication unit configured to provide each of the client terminals with a first information of display of effects of the game before the start of the game effect display time, provide each of the client terminals with a second information of display of effects of the game corresponding to the game outcome decided by lottery after the start of the game effect display time, and then enable each of the client terminals to display the effects of the game;

an extension indication unit configured to indicate each of the client terminals to extend the display of the effects of the game upon requirement of extension of the game effect display time according to a processing burden for the game providing device, at a predetermined time before an end of the game effect display time; and

a bet outcome notification indication unit configured to enable each of the client terminals to notify the bet outcome during the notification time for notification of the bet outcome by providing each of the client terminals with information of the bet outcome, and

wherein each of the client terminals including:

a bet unit configured to accept a bet on the game outcome during the bet time and provide the game providing device with the bet;

a game effect display unit configured to start to display the effects of the game according to the first information provided from the game providing device upon arrival of a start of the game effect display time, start to display effects corresponding to contents of the second information upon provision of the second information from the game providing device, and additionally display an effects for extension upon provision of an extension indication of the effects of the game from the game providing device; and

a bet outcome notification unit configured to notify the bet outcome during the notification time for notification of the bet outcome according to the information of the bet outcome provided from the game providing device.

Claim 46 (New): The game providing system as set forth in claim 45, wherein the extension indication unit of the game providing device judges necessity of the extension of the game effect display time according to a processing status of the game outcome correspondence process execution unit.